Subject: Vehicle Limit
Posted by Creed3020 on Sat, 21 Jul 2007 01:02:03 GMT
View Forum Message <> Reply to Message

I have been interested in the idea of changing the vehicle limit on my server.

I was hoping someone could help me how I would go about doing that.

Thanks!

Running:
FDS 1.037
BR 1.5 Build 2
SSAOW 1.5

Subject: Re: Vehicle Limit
Posted by AoBfrost on Sat, 21 Jul 2007 01:54:43 GMT
View Forum Message <> Reply to Message

I TOLD j00 NUBS USE t3H BOTS!

Using a bot like CS or NR can set the Vlimit, or typing "vlimit #" will set it to any number you want on your server before each round.....bot is the easiest way.

Subject: Re: Vehicle Limit
Posted by ExEric3 on Sat, 21 Jul 2007 02:53:54 GMT
View Forum Message <> Reply to Message

Install SSGM instead SSAOW for vehicle limit support or to current instalation copy newer bhs.dll from Client Scripts v2.8 or you can use ported versions of SSAOW.

Subject: Re: Vehicle Limit
Posted by Goztow on Sat, 21 Jul 2007 09:15:42 GMT
View Forum Message <> Reply to Message

Brenbot includes a file for setting the vehicle limit. I'm just not sure it's in there in 1.50 yet. It's in one of the xml-files.

Subject: Re: Vehicle Limit
Posted by Caveman on Sat, 21 Jul 2007 12:49:08 GMT
View Forum Message <> Reply to Message

Using Brenbot, when ingame and logged in as admin: !vlimit <number here> it will change the limit for the map you're currently playing.

This obviously only works if you have the scripts to match:

As its been suggested, either upgrade to SSGM or install this:

http://www.aohost.co.uk/SSAOW1.5WFDS_ported_to_2.9.2_by_Cat998_-_BlackIntel.zip

The above applies to the server not your client. You don't need to install SSGM or these scripts on your PC.

Subject: Re: Vehicle Limit
Posted by Sn1per74* on Sat, 21 Jul 2007 13:20:05 GMT
View Forum Message <> Reply to Message

NR has a setting for it. But I don't think you would want to switch.

Subject: Re: Vehicle Limit
Posted by Creed3020 on Sat, 21 Jul 2007 15:52:55 GMT
View Forum Message <> Reply to Message

Thank you to everyone who replied.

I don't want to switch my bot to CS or NR, so those options are out.

As Goz suggested BR will have it but I am not apart of the BETA testers group.

I don't want to go to SSGM until it runs really well. Sounds like there are still issues with it.

What Caveman suggested sounds good and is what I will try.

Subject: Re: Vehicle Limit
Posted by Genesis2001 on Sat, 21 Jul 2007 17:39:14 GMT
View Forum Message <> Reply to Message

Creed3020 wrote on Sat, 21 July 2007 09:52I don't want to go to SSGM until it runs really well. Sounds like there are still issues with it.

I haven't had any problems with SSGM so far.

EDIT: Well, I take that back...the FDS crashes each time I use 'quit'.

But, Yea, try that suggestion (using a bot)

-MathK1LL